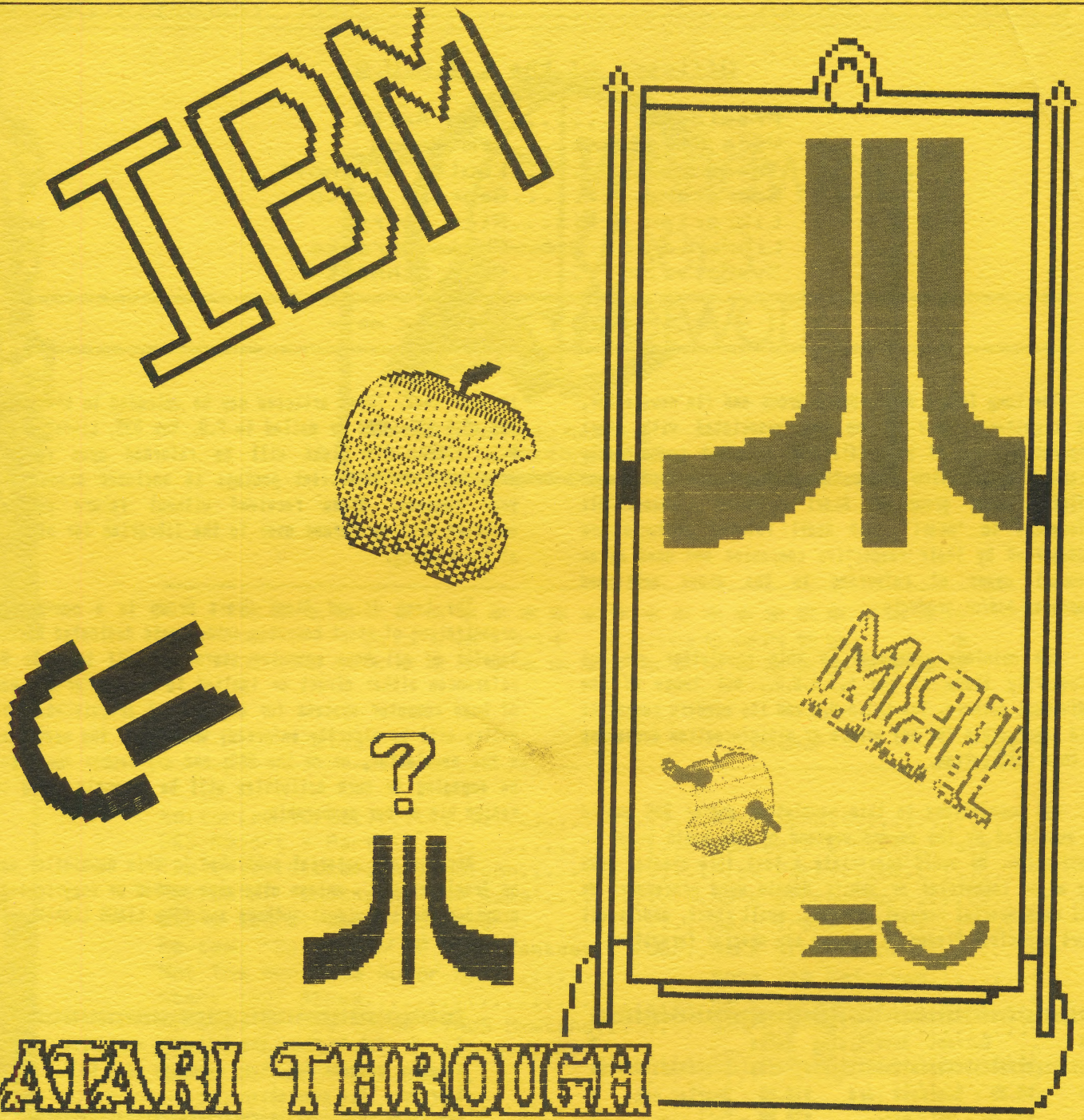
THE L.I.A.U.G. LIGHTHOUSE

THE NEWSLETTER OF THE LONG ISLAND ATARI USER GROUP
JANUARY/FEBRUARY 1987 VOLUME 2 NUMBER 9



ATARI THROUGH THE LOOKING GLASS

LONG ISLAND ATARI USER GROUP

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The LIAUG LIGHTHOUSE

The Newsletter of the Long Island Atari Users Group

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The PRINT SHOP & Roger Snyder for printing us.
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Broderbund for their 'Print Shop'.
Alpha Systems for 'Magniprint II+'
XLENT for 'Typesetter' & 'Rubber Stamp'.
John Aalto for his artwork.
Antic's On-Line Magazine.
Compuserve's SIG%ATARI.
Atari Corp. for their computer equiptment.
Panasonic for their KXP-1092 printer.
Star for their Gemini 10X printer.

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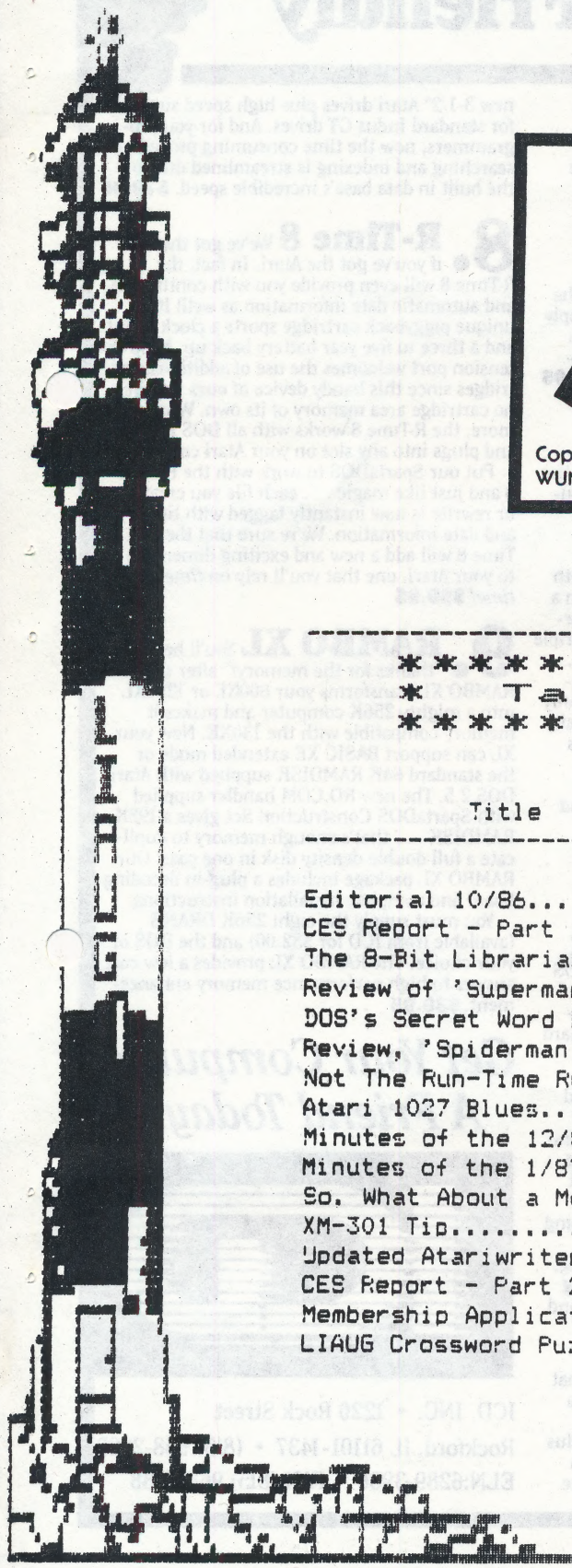

Worldwide™ Users Network

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9 Reasons Why We're So Friendly

1. P:R:Connection

Now you're no longer limited to 'Atari Only' printers and MODEMS . . . the P:R:Connection is a flexible alternative to the Atari 850 interface. Suddenly hundreds of printers and MODEMS become compatible with your Atari, you can even share the same printer and MODEM with your ST or IBM PC.

The P:R:Connection plugs directly into the serial (disk drive) port of any 8 bit Atari and provides the user with a standard 'centronics' printer port and two RS-232 type serial ports. It also draws its energy from your computer which means one less cord fighting for an outlet while its compact size leaves your work space virtually clutter-free. The P:R:Connection's serial ports resemble those of the 850 interface, possessing the same signals and functions and using a fully compatible built in R: handler. Why not make your connection the right connection . . . with our Connection! **$89.95** 6 ft. Standard MODEM Cables **$14.95** 6 ft. Standard Printer Cables **$14.95**

2. Printer Connection

It may look just like an ordinary cable . . . but don't let it's simplistic styling fool you! This little dynamo's electronics are built right into the cable end and it possesses the power of compatibility . . . *printer* compatibility. (Compatible with all 'centronics' parallel printers.) With the Printer Connection, you're no longer limited to 'Atari Only' printers.

So, for you "adventurous" Atari owners who dare to explore the world of printers . . . this one's for you! **$59.95**

3. Multi I/O

Five functions in one box give your 130XE or 800XL the leading edge in performance and execution.

1) RAMDISK: Choose from two versions; 256K or 1Meg. Built in software allows the RAM to be partitioned into multiple disks as desired. The Multi I/O has its own AC power supply which allows the RAM to retain its memory when the computer is off.
2) PARALLEL PRINTER INTERFACE: A 'centronics' type parallel interface which uses a standard 850 cable. Accessed as P1: or P2: with or without LF.
3) SERIAL PRINTER/MODEM INTERFACE: This port accepts either a serial printer or RS232 type MODEM. The 850 handler is built in; always there when needed, which means an extra 1800 bytes of free memory! Built in software also allows a serial printer to appear as a parallel printer and provides it with XON/XOFF software handshaking.
4) SPOOLER: Use any amount of RAM as a print spooler. Works with either of the specified printer ports. Built in software features: Pause, Resume, Repeat Copies, Clear and Size.
5) HARD DISK INTERFACE: Supports up to eight SASI and SCSI controllers at the same time to use industry standard 5-1/4" and/or 3-1/2" hard drives. 256K **$199.95** 1Meg **$349.95** 130XE Adapter (adds two cartridge slots) **$19.95**

4. Optional 80 Column Adapter

Tune-in to 80 columns of information with the addition of our new 80 Column Adapter. Simply plug it inside of the Multi I/O case and watch it perform! The Adapter supports both monochrome composite and RGBI monitors. **$99.95**

AFA 80 Column Boards (for the Atari 800) **$99.95**

5. US Doubler

Expanding the 1050's strength is what ICD's US Doubler is all about . . . a true performer in the niche of hardware modifications. With the simple addition of this chip set, your Atari is transformed into a powerhouse, radiating with innovative qualities never before possessed in a 1050; like true double density for greater storage and an accelerated I/O rate designed to triple your speed when combined with SpartaDOS.

Furthermore, the US Doubler is fully compatible with existing Atari software and not only supports true double density but, single density and the 130KB 'Dual Density' (1050 Mode) as well. ICD's US Doubler Package comes complete with two plug-in chips and SpartaDOS Construction Set (including two manuals and two program diskettes). **$69.95**

US Doubler 1-4 without SpartaDOS Construction Set **$39.95**

6. SpartaDOS Construction Set

Perfection . . . that's how we describe our DOS and we're sure you'll agree when you put the SpartaDOS Construction Set to work. It supports everything from the 810 disk drive to hard disk drives, RAMDISKS with the RAMBO XL modified 800XL or 1200XL, the 130XE, the modified 320K XE plus the AXLON 128 board for the 800! And there's more . . .

A special menu file allows rapid transfer, erasure and lock or unlock of tagged files, using only the Space Bar, Option, Start, and Select keys. The utility package also features a 32 character keyboard buffer, intelligent switching between disk densities, a binary file game menu, subdirectories, time/date file stamping, and a 175 page manual containing everything you ever wanted to know about SpartaDOS and the US Doubler. **$39.95**

7. SpartaDOS X

Just what your 8 bit has been waiting for . . . a cartridge based DOS which adds increased power to your computer and includes a surplus of features such as 80 column support, Ultra Speed operation with the US Doubler and the new 3-1/2" Atari drives plus high speed support for standard Indus GT drives. And for you programmers, now the time consuming process of searching and indexing is streamlined due to the built in data base's incredible speed. **$79.95**

8. R-Time 8

We've got the *time* if you've got the Atari. In fact, the R-Time 8 will even provide you with continuous and automatic date information as well! Its unique piggyback cartridge sports a clock board and a three to five year battery back up. A top extension port welcomes the use of additional cartridges since this handy device of ours requires no cartridge area memory of its own. What's more, the R-Time 8 works with all DOS types and plugs into any slot on your Atari computer.

Put our SpartaDOS to work with the R-Time 8 and just like magic . . . each file you create or rewrite is now instantly tagged with time and date information. We're sure that the R-Time 8 will add a new and exciting dimension to your Atari, one that you'll rely on *time* after *time!* **$69.95**

9. RAMBO XL

You'll be saying "thanks for the memory!" after the RAMBO XL transforms your 800XL or 1200XL into a mighty 256K computer and makes it memory compatible with the 130XE. Now your XL can support BASIC XE extended mode or the standard 64K RAMDISK supplied with Atari DOS 2.5. The new RD.COM handler supplied with SpartaDOS Construction Set gives a 192K RAMDISK . . . that's enough memory to duplicate a full double density disk in one pass! Our RAMBO XL package includes a plug-in decoding board and complete installation instructions.

You must supply the eight 256K DRAMS (available from ICD for $32.00) and the DOS of your choice. The RAMBO XL provides a low cost answer to high performance memory enhancement. **$39.95**

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Editorial

By
Rich Schmitt

I never claimed to have good timing. After a year and a half of putting together this newsletter and my decision to not run again for the Lighthouse Editor, Atari has decided to move ahead in the home and business computer field by leaps and bounds. At least I can feel confident that Atari will still be around (and better than ever) if I decide to make a comeback at the next elections. After seeing the demo of 'Publishing Partner' on the ST last month, I may do just that (if I can raise the money for an ST system). That was an incredible program and would make the creation of this newsletter more fun than work.

For our members who don't yet have modems, we've printed the Antic On-Line reports of the recent Consumer and Electronics Show (CES). Thanks to Antic magazine, we have found out about Ataris new PC clone and the amazing new Mega-STs. This will definitely be the year of Atari and LIAUG will be the place to join in on the fun.

Here's an interesting question. Now that Atari will be producing a PC clone, does that mean that LIAUG will be supporting IBMs? I would personally hate to see Atari user groups take a step backward like that. On the other hand, maybe the IBM groups out there will discover the power of Atari! Just in case you're wondering, it was similar thoughts that prodded our imaginations for this month's cover 'Atari Through The Looking Glass'. After drawing the mirror with a Touch Tablet, Louise and I pasted the rest together with some Companion modified Print Shop icons. It's a picture worthy of a thousand words (which, luckily, I'll spare you here).

At the next meeting in March, Roger Snyder will be officially elected as the new Lighthouse Editor and I wish him luck and success. We've always had a lot of support from our users in the past and I hope that support continues and improves in the future. I'd like to see some new users artwork like Tracy Estes', more wonderful covers from John Aalto and more articles from people like Hal Haber who has written for us almost monthly. I may not be putting this newsletter together anymore, but I certainly plan to contribute to it with articles and anything else I may be able to help with.

Now that Atari has decided to let everyone know what good machines they make and move up to their rightful place in the industry, let's make an effort to do the same for LIAUG. We've come a long way in the past years, but apathy is the surest death of any group. We have a lot to be proud of in LIAUG. We have fought for, and gained the reputation of a 'hard-core NON-pirate' group that has always offered help to anyone that asked. We still have the association with Chemical Bank and their Pronto service which we can offer to any other legitimate user group. We have a good BBS that is always improving (modesty prevents me from saying more) and a newsletter that has inspired many other user groups in their publications. With all of this, the best part of LIAUG is still the members themselves. We have stuck together through good times and bad, made and lost friends, and have always strived to make LIAUG the best user group around.

I suppose I'll never change. Even in my last Editorial I've managed to preach and plea as much as usual. So I'll finally wrap this up with a simple thanks to our members who have supported us and the Lighthouse in the past (and future!). And, of course, a special thanks to Louise. Without her help, ideas and support this newsletter would probably still be three pages of mimeographed Compuserve downloads coming out of my basement. But, watch out in September I may just come back for a real race at the Editorship with my ST and 'Publishing Partner'!!! Here's to a strong Atari and LIAUG in '87.....

A Phoenix From The Ashes

Atari and The Winter 1987 CES
By Jon Bell and Matt Loveless
Editor, Consulting Editor,
START Magazine

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(Las Vegas -- January 8) -- "Now, in 1987, we are declaring war on the computer business in the United States."

These were the words of Sam Tramiel, as Atari kicked off the first day of CES with a 9:00 a.m. press conference at the Dunes Hotel.

"We are the number one computer in West Germany, in the home computer business and the personal computer business," he said, before adding that those interested could check with the German press and confirm that fact.

Atari's stance at the press conference wasn't merely confident, it was ruthlessly aggressive. The Tramiels made two points loud and clear: Atari Corporation has conquered overseas markets with its products, most notably the ST, and has established a firm foothold as a major player in the personal computer industry. The second point: Atari has now fulfilled its financial obligations to its patient former parent, Warner Communications, and is now no longer shackled to Warner. Atari's stock offering gave it an infusion of cash which enabled it to pay off its loan from Warner. According to an article in the December 15, 1986 issue of Business Week, Jack Tramiel flew to New York City and presented Warner Communications officials with a check for $36 million, thus effectively closing down Atari's debt.

(Late-breaking financial note: Atari's stock rose 2 1/2 points today, 17 1/2, up from 15. The stock has risen 6 points overall since it was first offered in November.)

Now completely free of the Warner mantle, Jack Tramiel has stopped looking over his shoulder at Atari's troubled past and is instead staring intently into his company's future. At the press conference, he reiterated his "Business is War" philosophy in no uncertain terms:

"The customer who supports my products knows what he wants. If you don't give him the right products at the right prices, he stops buying -- which is exactly what happened in 1985."

"Even giants, companies like IBM, have started to realize this and follow my footsteps, and keep reducing prices. That's the only way they can sell. And I'm not sure that they'll be able to catch up. . ."

"IBM. . . gave their business to the Far East on a silver platter because their prices were so high. And they just allowed all those people to compete with them. We at Atari have no intention of following their footsteps. We will try to always have the most innovative products -- constantly coming up with new products at the right prices. . . The philosophy continues, the philosophy is successful."

"THE FUN IS BACK"

Atari formally introduced its new product line, from revamped videogames to its IBM PC compatible, with a short videotape presentation.

Videogames, which sent Atari Inc. into billion-dollar-a-year profitability and then sent it spiraling almost into oblivion, have re-emerged at Tramiel's Atari Corp. The venerable Atari warhorse, the 2600, has been given a facelift and is now selling at a retail price of under $50. The new 7800 game system, which James Morgan introduced in those last

terrible months before the Tramiel takeover, is heralded as the next generation of videogame. It includes a copy of Pole Position, and will retail for under $90. The 7800 features better than XE-quality graphics and sound, and will accept the new "Supergame" cartridges from such companies as Broderbund, Epyx and Electronic Arts. The first titles to be released include Karateka, Choplifter, Summer Games, One On One Basketball and Skyfox.

Sam Tramiel then mentioned a third new videogame system from Atari -- the XE System. It was displayed (not running) in a glass case at the Atari booth. The XE System is a small, squarish box which doesn't resemble a standard videogame. Its sharp angles and round, pastel buttons give it an unusual, almost art-deco appearance. According to Tramiel, it is fully expandable with a plug-in keyboard and disk drive, turning it into an introductory computer. It will be available 2nd quarter of 1987.

THE MEGA ST SYSTEMS

"I introduced the first personal computer 10 years ago," said Jack Tramiel. "It was called the PET. It was a 4K machine. . . Today we announced a 4-megabyte machine."

From 4K to 4000K in 10 years is an incredible feat of technological evolution, and the new Mega STs represent another link in that evolutionary computer chain.

As we mentioned in our first report, the Mega STs will be sold in 1, 2 and 4 megabyte configurations. They feature detachable keyboards (with improved, crisper keyboard "feel"), a separate CPU box housing a double density 3 1/2 inch drive, built-in blitter chip, expansion bus and power supply, and use the new one-megabyte DRAMs. A mouse port and joystick port are in the back of the ST keyboard unit, near the center. The keyboard itself is attached with a length of coiled cable, using standard phone jacks.

The usual ST ports (DMA, MIDI, etc.) are arranged in the back of the CPU box. The box also serves as a monitor platform. Atari's new 20-megabyte hard disk fits in the same "footprint" as the CPU and can be placed between CPU and monitor, adding only another inch.

UNDER $1500 LASER PRINTER

Conventional laser printers offered by other companies require hundreds of dollars worth of microprocessor and support electronics. But the Atari ST's high-speed DMA port, coupled with the raw horsepower of the 68000 microprocessor, allows the ST to drive their new laser printer directly, thereby lowering the price. At the show, Atari announced a desktop publishing system, which will include a two megabyte Mega ST and an Atari Laser Printer, for less than $3000. The 300 dot-per-inch laser printer will also be sold separately for under $1500. A spring delivery date was announced.

In the Atari booth, a Mega ST2 (2-meg) was actually printing high-resolution, excellent quality press releases (about one per second), giving true meaning to the phrase, "hot off the press." Although Atari was reluctant to identify the manufacturer of the printer engine, experts recognized the show model as a Canon. The Canon engine is known for its low price. However, it supposedly has a limited print life. Also, it is good for small-quantity printing, but the per-copy price is relatively high. Antic Publishing was unable to determine if Canon will be the actual supplier for the final version. When asked at the press conference, Sam Tramiel identified the supplier as "Japan, Inc." (Editor's note: since Canon is not known for extremely low volume prices to OEM vendors (such as Atari Corp.), our assumption is that the final Atari laser printer will not use a Canon engine.)

Within 90 days we may even see a laser printer development kit, allowing software to interface with virtually any laser printer engine. This will open the market for third party manufacturers, both high- and low-end, and make the Atari one of the most versatile (and inexpensive) desktop publishing systems around. For less than the price of a Macintosh, you can get a Mega ST2, an Atari Laser Printer, and the software to drive it.

THE ATARI IBM PC COMPATIBLE

As we mentioned in our first ANTIC ONLINE report, Atari has announced the first in a proposed series of IBM-compatible computers.

There will be two configurations of the Atari PC: a $499 version, with a IBM PC/XT-styled keyboard and CPU only; and the $699 version, which will include a "tri-sync EGA monochrome monitor." (The actual PC hardware is identical; only the packages offered are different.) The monitor has a 720 X 348 high-resolution display. Both computers come with mouse ports and mouse, built-in parallel, serial and SCSI ports, one 5 1/4 inch 360K disk drive (built into the CPU box), and 512K RAM expandable to 640K RAM. They also include 256K of dedicated screen RAM, which makes the entire 512K of system RAM available to developers. Atari will also market an expansion box which will accomodate up to five AT-sized add-on boards.

The Atari PC comes with (unheard-of) graphics support built in: EGA (enhanced graphics adaptor), CGA (color graphics adaptor), Hercules and IBM monochrome. With an EGA monitor, the PC will support 640 X 350 pixels resolution. Most EGA monitors retail for over a thousand dollars, however sources at Atari indicate they are working on an extremely low-priced EGA color monitor. You can also hook up a standard ST 3 1/2 inch disk drive and read and write IBM laptop disks, making the transferral of text files in that format an easy task. (Note: this does NOT mean you can run ST software on the Atari PC.)

The Atari PC will be bundled with the GEM Desktop from Digital Research along with other applications. The "juicy gossip" mentioned in our first report: it is rumored that Microsoft Windows will be available for the PC. (Also, Windows MIGHT be available for the new Mega STs.)

Who makes the Atari PC? Unlike many of the compatibles on the market, Atari manufactures the PC in their 200,000 square-foot Taiwan plant, where they make all their equipment.

Atari officials quickly dismissed concern that their PC indicated any abandonment of their ST line. John Skruch of Atari likened the situation to a software house manufacturing products for differing computers: Atari is an electronics company specializing in computers, and their PC is simply an entrance into another market. (You should also consider that Commodore is showing both their standard Amiga and an IBM PC clone at CES. Commodore has sold their clone in Europe for the last year or so, and are just now attempting to market it in the U.S.)

"The importance of this machine," says Sam Tramiel, "is that someone can take it home, open the box, and be ready to run. You don't have to plug in cards or extra things; you have everything you need, right off the bat."

THE FUTURE ATARI

Looking forward, Jack Tramiel proffered the following to the press: "We almost started believing the press -- about how bad it [Atari's viability] really was. Well, the press is wrong. It seems that the customers want to buy the right product at the right price. 1986... was a fantastic year, and 1987 will be much, much, much better."

The 8-Bit Librarians Column

By
Rick Berry

I had hoped to write this in time for the December issue of The Lighthouse but that seems out of the question now! Admittedly, I have ulterior motives besides wishing everyone Season's Greetings, but I'll save that for later. Still, I hope this will make the January issue in a timely fashion so I might wish you all a Happy and Healthy New Year!

As is appropriate at the beginning of each year, we usually stop for a brief pause to contemplate on the one gone by. A look at our accomplishments, a shudder and tear at our failings. Still, it helps to know where we've been to set our course for whatever lies ahead. So, how's it been for LIAUG and where to now? I don't have the figures (good spot to edit, Rich!) but I'm sure the club membership has grown and response to everyone's needs has as well. There are some pros and cons to the latter part of that last statement. Some members have expressed their dis-satisfaction about SIGs or lack of them at times. I think our last meeting has shown that can be remedied as long as the interest is there!

Other than that, my own feeling is that the clubs never been in better shape and that goes double for the library too! Didn't expect me not to say that did you. After all, this is the Librarian's Column. During this last year the entire library was overhauled and that was no small feat. I have to give credit where credit is due. All the officers worked on it from da Pres. on down, I only picked up the tail end. Some new programs were added and at the last meeting; three new disks graced the utility section.

On that last note, I suppose I should give a brief recap in case you missed the December meeting. UTL19 - Turbo Basic (comes to us by way of an Atari User's Group in Holland). From what I hear, its their own version (and Public Domain) complete with compiler. UTL20 - VHS Labeler and Publications Index is a two category disk donated by our very own LIAUG member, Tom Gabrielli. From what I understand, side two allows you to create and keep track of your own index to (what else) published articles. I saved side one for last because I've seen that first hand and have more to say. The VHS Labeler creates labels for both the spine and main label for your VHS tape cassettes using the Atari 1020 plotter. It does quite an impressive job of it too I might add. You know that for yourself though, if you saw Tom's demo of it a few meetings ago. Nice program, Tom. Thanks from all of us!

UTL21 - Diet and Nutrition Guide is just what it sounds like. If you've avoided shedding those pounds cause your too busy to figure out the calories in your meals, no more excuses. This disk is just what the doctor ordered! Actually, calories are just the beginning. This program allows you to choose from 584 food and drink items (534 already programmed into it!) and gives you a breakdown with over a dozen nutrients by single item, multiple items or by the meal. It even tailors it to your age, weight and sex! This may seem a bit too personal for a personal computer but it even takes into account if you've got a little programmer on the way to boot!

Last on the list of improvements, one more disk and for only a buck!! Half price you say! What's the catch? Half a disk of course (single sided that is). What good is a library without a catalog? You asked for it, you've got it! This is not an edited copy of previous listings; it's the latest up-to-datest listing on disk. Instead of wasting time reading thru printouts at the meeting, you can have your very own copy! It is available at the meetings along with the rest of the disks or thru mail-order. The same listings are available on the LIAUG

BBS, but you'll save valuable time and of course money getting it at the meeting.

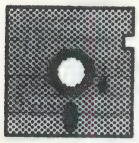
Well, that's what's been happening, so back to where do WE go from here. Word from the grapevine has it (sorry Ronna - I know this is your turf, but I couldn't help myself) that we'll be seeing some very professional looking programs acquired for our library this year. I'm not sure of the category but I've heard they'll be donated by some professional software developers who've graced our meetings in the past! And that's all I'm gonna say about it because I don't want to get everyones hopes up needlessly; they're only rumors! Besides, I don't want to get the next librarian tarred and feathered if it doesn't happen!

Caught that, didn't you?! Yes, this is the serious part of the column. Don't touch that dial. It's important that you read this. As I alluded to at the beginning of this column, I had other reasons for wanting to reach everyone before January; before its too late. That is, I hope you get to read this before the January '87 meeting or at least before it starts. If your like me (modesty does not permit me to say this but vanity does) you'll probably read my column first anyway (I mean, what the heck, I always do) and my fears will be unfounded! Seriously, its coming to the end of my term as 8-bit librarian and I may not get a chance to say this again. I may even get run out of town after this, who knows? Really, no long re-election speeches here. Short and sweet - between physical ailments and pressures from the job, it is almost impossible for me to keep up with the library. I will NOT be running for a second term.

Since it is the beginning of a new year, I would like everyone in LIAUG to give what I have to say now, serious consideration. Why? Aside from my own selfish reasons (I've put a good deal of time into the library and don't want to see it go to waste!) the group must take a responsible attitude to continue growing. This reflects not on my position alone but for the position of all elected officers. We all want to enjoy the benefits of the club and have a good time but that won't happen unless we stand up a be counted. We need to seriously consider who we vote for and whether they'll do the job or not. We can't just sit back and go with the majority because its easier. Personally, I'd like to see someone who is really interested take my place. It might look like fun but its not easy. It takes its toll and there are times you'll feel like saying "I just don't feel like doing it now!". But there are rewards in knowing you've done your part too. Everyone looks forward to buying disks at the meetings and its a nice feeling to know you didn't let them down.

Why am I spouting all this serious responsibility stuff? Since I've been a member of LIAUG, I've seen the library get bounced around too many times. To many times I've been disappointed when I wanted a disk and there wern't any available. Not of just one particular disk, but a second and third choice because the persons elected didn't take it seriously. Others talked about "burning" disks all the time. What really got me going last year was the "Not The Librarian's Column - By Not The Librarian". I saw that as a great big S.O.S. Think what that says to anyone outside of LIAUG. What would a prospective member think, "I'm not going to join that group, they're falling apart!". It dosen't seem fair that it should eventually fall back on the same shoulders all the time. How can a few officers be expected to handle so many things and still be effective at it.

So what I'm trying to say is that if we all give it our best effort, we can't fail and 1987 will be the best year for LIAUG yet! Give it some serious consideration. In January we'll nominate another librarian or it will fall back on the current officers. Other positions will be available as well. Think about it, be there and get nominated!



Review Of SUPERMAN: The Game

By
Mark Ciochetto

Hello! This month I will be doing a review of the newest program I picked up, SUPERMAN: The Game by Main Street Publishing.

Wow, I saw this neat new game at my friendly department store so I decided to spend $7.99 and buy it. I rushed home to see what it's like. Well needless to say, I should have left it in the store where I saw it. This game is such a lemon that I saw public domain games that were a lot better. The opening graphics are fantastic and that's the only good part about the game. According to the opening titles it's SUPERMAN the Game by First Star Software. Gee what happened to Main Street Publishing like it said on the disk? Maybe the game was so bad it put First Star out of business or maybe First Star knew they had a loser.

Well, the object of the game is to rescue the people before the evil Darkseid gets them. The question is how do you rescue them? You say read the instructions right, well some instructions I got with the game. The instruction sheet is about 5 inches wide by 8 inches long and consists of one page. What's worse the instructions are for a Commodore computer. Yes, the disk is for Atari and Commodore, so where's my Atari instructions? Oh another thing, the instructions are a photostat of an original and are cut down to size. Even the label on the disk is so cheap it looks like someone took a blank label and typed up the title.

According to the front cover this is the first of a series of Superheros adventures. This one was bad enough. What do they want to do, make us give up our Atari's? Believe me friends, stay away from this game. Don't even take it if it's given to you. If it was given to me I would of have already formatted over the disk and used it for something more important like a Basic game. That's how bad it is. Just think how bad I must feel, I was the one who paid for this piece of garbage.

DOS's Secret Word Processor

By
Neil Trenk

Have you ever run into the following situation? You want to make a short text file, and you don't have a word processor or don't want to bother booting up your word processor. Well, believe it or not, Disk Operating System 2 has a very stripped down word processor. (actually, it's more like a typewriter than a word processor.) All you need to access it is the DOS 2 menu.

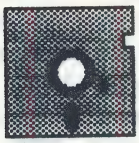
Accessing the editor is not very hard. Just get into the DOS menu and type C <RETURN> for Copy. When DOS asks you for the source and destination, type: E:,D:FILENAME.EXT (FILENAME.EXT is the file the text will go into). Now start typing. If you make a mistake and the cursor is on the same line as the error, move the cursor via the cursor keys as you normally would. If you make an error and the cursor is on the next line, as in this example:(NOTE:The * is the cursor)

Hallo there!
*

You would type: '^-^*e' (^=Control), which means move the cursor up one line, go to the right twice, and put an "e" there. Once you are finished typing your document press RETURN, CONTROL-3 and DOS will store your file to disk.

This is how the "typewriter" works. The command E:,D1:FILENAME.EXT tells DOS to copy from the editor (E:) to the disk drive (D1:FILENAME.EXT). Since the editor is a combination of the keyboard and screen handlers, it uses the keyboard for input and the screen for output. The CONTROL-3 at the end of the text is an end-of-file code that tells DOS "I'm done."

True, DOS's "hidden typewriter" is not very sophisticated, but it serves its purpose as a simple text editor well.



Review of Spiderman & The Fantastic Four

By
Mark D. Ciochetto

Hello everyone in computer land! This month I'm going to focus my views or should I say my reviews on 2 text and graphic adventures. One is Spiderman and the other is Fantastic Four.

I heard about these 2 adventures by Scott Adams and I never did see them anywhere until I walked into my local toy store. To my surprise they're both marketed by a software company called ShareData. Well for the price of $4.99 I figured I could manage to pick them both up for that price.

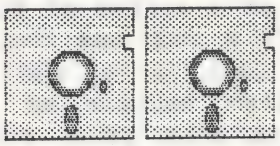
The packaging isn't too fancy, just a clear hard plastic cover with a comic style drawing. Well I know people who paid 3 times as much just for the box that got crushed or lost.

The first thing I did was I ran upstairs and booted the Spiderman disk to what it looked like and low and behold I liked it. The object of the player is to take the place of Spiderman and defeat some of his worst enemies. I'm not too good at these adventures but with a little thinking I did manage to do away with some of those baddies but I believe it was because of my knowledge of the Spiderman comics. You might as well know that in Scott Adams adventures they only allow you to type in a one or two word command but I found out by trying it I was able to type out a whole sentence in both these adventures and it accepted it.

Another thing that I liked was the animation, yes animation. For instance in 2 scenes I know of in the Spiderman adventure you actually see him pry open a set of doors and you see the Sandman appear as if you're watching a cartoon. The animation was pretty neat to watch.

Now in the Fantastic Four your mission is to rescue the Thing's girlfriend, Alicia Masters, from the clutches of the evil Dr. Doom, which you find out when you start as the Chief Examiner sends you on your mission. What is different in this adventure than in Spiderman is that you control 2 characters; you control both The Thing and The Human Torch and you can switch your view any time during the game. As with Spiderman this adventure also has animation too. I haven't really dug into this one so there isn't much I can say but it is cute when you see The Thing sinking into the tar pit.

My overall view is for the price I like it. If I was going to pay anywhere over $20.00 I would have felt I was taken but for $10.00 for two adventures that's what I call a deal.



Not The Run-Time Rumor Mill

By
Rona the Reformed

Since it has been a while that I've been in print, I thought I'd offer my loyal readers (and anyone else who gives a damn) an explanation as to the forthcoming demise of my beloved column, The Run-Time Rumor Mill.

In the past (circa, Pre-Lawsuit in Every Home days) it had been my pleasure to report any unusual findings in the computing world. Sometimes these findings would uncover deadly bugs in the collective 'system' and other times it was merely factoid expanded to embrace the lost art of satirization. No matter what the topic was, it was written without the faintest notion of malice on my part.

Well, these are funny times that we are living in nowadays. It seems that sueing is *in* and just about anything anyone says about someone else falls into the hazy area of 'Probable Slander'. Law is a lucrative occupation (even more so than in the past) as a result of the enormous number of lawsuits clogging our judicial system. One good car accident and an offspring goes to college for 3 or more semesters.

The lawyers are not entirely to fault in this matter though. Alot of otherwise rational people see lawsuits as a way to make a few bucks that they might not have made by plain-old hard work. Unfortunately everyone suffers from the gains of the few. Doctors fees go up; if you own a car for 5 years or more, you've probably paid the same in insurance as you paid for the car in the first place; the little boutique shop must raise their prices to pay for the outrageous cost of liability insurance (in case someone slips and falls while in the store); the price of bolagna goes up (meat slicing machines are deadly weapons in the hands of deli clerks)....and so on and so on...

So back to my original point (actually this is quite pointless), in the past few months I have been sued by 73 separate individuals and/or consortiums and I am writing this column from the front seat of my car. I have lost everything else to the auction block. My computer and car are all that I have left and I suspect that this column will in itself generate a few new lawsuits that will take care of my remaining possesions. The editors are pretty strict about text files being submitted on magnetic media and will undoubtedly refuse my future columns as they will probably be scrawled on a piece of scrap paper.

So in effect, I am saying goodbye to all the people who might have enjoyed my column in the past. If I happen to rebound from this personal catastrophe I will try to resume my writing career. Or maybe I'll go into birdwatching.....pretty unoffensive stuff. Then again there's tresspassing charges.....

Editors Note: Rona seemed to be in a bleak frame of mind when this article was written, so in an effort to properly label this column so that no one takes it out of context, I would say that this was an excersize in "Black Humor" and should be taken thus.

ATARI 1027 BLUES

By
Mark Parsons

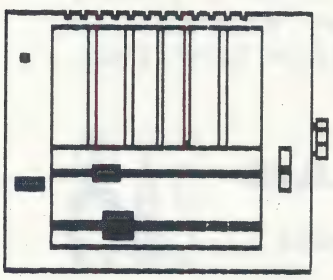
Here's a tip some other members may need to use sometime if they have an Atari 1027, or a clone of it (I have a RITEMAN LQ).

While printing a file out, my printer suddenly started producing blank spaces rather than characters. It was going through all the gyrations of printing with no results. At first I thought the ink roller finally died or just got knocked out of place. Further inspection showed the roller to be in perfect condition.

After some thought, I watched the printer closely to see just how it really worked (I had a general idea, but didn't know the mechanics). The rotating character drum is followed from behind by a backup plate. This backup plate has two functions. The first is to carry a striker plate that impacts the paper against the inked wheel when it is positioned to print the desired character. The second is to provide support to the paper during the printing.

After some fiddling, I discovered that the striker and drum were out of synchronization. This didn't allow the drum to make a firm impression on the paper surface - ergo no print ! After some more tinkering, I found that the proper alignment may be made by just sliding the drum or plate along its path until the right hand edge of the striker plate (this is on the center of the backup plate) is even with the stamped metal drum housing closest to the plate (on left side of drum assembly).

This all sounds very confusing but is really a simple adjustment. I found that the quality of my printout was much improved since it is now darker and crisper due to the better alignment.



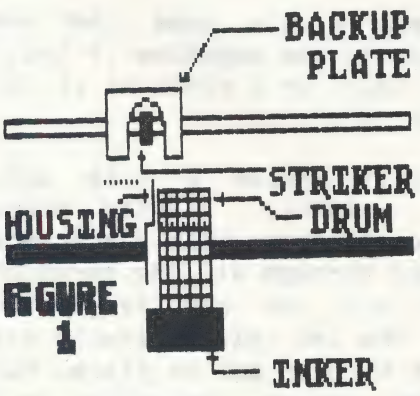


FIGURE 1

Minutes of the 12/86 LIAUG Meeting

By
Georgia Aalto

To start off the day, the SIGS for this meeting were graphics, telecomunications, Synfile+, Syncalc and DOS. There was good response to having SIGS. The public domain library was open during this time for those who were interested.

At 12:30 we had the holiday party and this went on for awhile. There was chips and dip plus a pleasant good time. We then went on to our general meeting of old and new business. Rick Berry, the Librarian, gave a demonstation of "Star Raiders 2" and Rich Schmitt demonstrated Turbo Basic. Rich also demonstrated Publication Index, a public domain program for the XL's and XE's written by Tom Gabrielli, one of our members. Terrance Madden brought along his robots "Jim the Politician" and "Omnibot 2000" to demonstrate his robot control program. Patrick Mulvey demonstrated Cheap Talk, a voice digitizer.

Minutes of the 1/87 LIAUG Meeting

By
Georgia Aalto

Happy New Year! On this first meeting of the year we started with SIGS. This month the member's choice was graphics (Computereyes) and Sparta DOS. During this time we had membership enrollment and the public domain library was open for those interested.

After the lunch break we had our general meeting of old and new business. The new business talked about was in reference to the elections in March and a suggestion was made to possibly have a board of directors.

We had a vistor, Gordon Wantz, who talked about his company named Gravyard Atari service center, which will be open for business soon. The afternoon demonstrations included BBS express and 850 Express.

So, What About A Modem?

By
Jill Consor
Chairperson of the L.I.C.A. Atari S.I.G.

More and more computer owners are starting to purchase modems of all different types. Some people start out at a small 300 baud(speed capability) while some people go out and buy a much faster 1200 Baud modem. In some cases that is not even enough. There are people who start out at a very fast 2400 baud modem. But, what is the big deal about a modem? What makes it so great? Why are more and more people buying modems? What can a modem do for you? By the end of this article I hope to have explained both the positive and the negative points of owning a modem.

Let's see...there are quite a few things that a modem that be used for. You can use it for home banking; you can't withdraw or deposit money from your house, but you can do many other helpful things in the comfort of your own home; some banks have already set up systems for home computer owners. They have set up systems for Atari as well as IBM and some others. You can use the modem for any business that you have to conduct. Example-my uncle came up from Florida and wanted to see what was up at his terminal back home so he used my modem(in New York) and called up and found out from his boss that he had to give a lecture.

He accomplished this because I had a modem and because his business was using a modem. You can also use the modem for recreation. If your friend has a modem and you own a modem, then you and your friend can "telecommunicate" through the means of just your modem and your computer connected to your friend's computer and his modem.

All of this is accomplished by tying up the telephone line. If you were to call one of these houses and neither of them had call-waiting, then you would get a busy signal. If you do have the feature call waiting then the modem will automatically disconnect you from the system that you were calling. Also, your computer can be used for calling up various systems throughout the area. This is my most favorite modem activity. I call that BBsing. BBsing is when you call other systems known as BBs's(Bulletin Board Systems) and you interact with the functions that they have available on-line for you. Working with BBs's will be the main focus of my article.

First off...how do I get connected to a BBs? Simple. Some modems have a built in terminal program and those are very simple to operate. But, if you want more capability, I suggest that you obtain a copy of a terminal program that is recommended by your local user group. I can suggest the program Express! by Keith Ledbetter. It is available for all different types of modems and is very simple to operate while it has every function that you would possibly ever need to connect yourself to a BBs.

Let's say that we have all of our settings all set up and we are ready to dial. We will dial the L.I.A.U.G. BBs(they made me say that...hehehe). So if you are calling from out of the area code then use 516 before you dial the rest of the number. Ok..so I dial 937-1455 and wait for it to connect. If the line is busy, try again later. But for this example, the line will just happen to connect us on-line. When it connects, if the terminal doesn't do anything for maybe the first five seconds then hit return a couple of times. If that doesn't work, hit it a few more times. If that doesn't work, then try calling back. You hit return and then the computer says to hit return. You are now setting up your baud rate and your Ascii (usually standard on most computers) or Atascii (Atari only...this lets you see all of the Atari graphics that could be on-line an Atari BBs). After that is set up, then a small welcome message will appear.

After the welcome comes up, then it will ask you for a password. Hit return because we will say that it's our first time on-line. Now, just leave the SYStem OPerator (SysOp) all of the information that the system asks for and you will be validated very shortly. Validated is the process of the SysOp giving you access to his or her BBs. This means that you can use the functions that are on-line for you.

Your input means a lot to SysOps and to the other users that use that system so participate in the BBS's activities. The SysOp only has them up there for you. Post a message on a message base. Some BBs's have a variety of message bases while others just have one general message base. Some of the popular message topics are a Technical Area where users can ask questions about their computer and receive a speedy response. Other topics that are popular are debating areas that have the users deciding about today's issues. Why not voice your opinion? Your input is always welcome. But my favorite type of a message base is a "bar" simulation. This is a place where you can relax, order a beer, dance with a computer pen pal, and who knows what else! They are so much fun and they pose a lot of laughs that should get you in a good mood for a while.

There are other ways that you can participate in the functions of a BBS also. Why not upload a file? Uploading is when you duplicate a file on your system and send it to the BBs so that everyone else can use it. The process where everyone else uses it is called downloading(this is the opposite of uploading a file). It is a great way to get a program into circulation if you wrote it. But I must worn you that any programs that you upload must be public domain. That means that the programs must be legitimate and not a pirated copy. That is another way that you, the user, can participate in the BBs's activities. I also said that I would bring up the negative points about this subject matter.

Unfortunately for us, there are a few bad points about BBsing. The very first point that I will bring up is that if you call a BBs that has some pirated items on-line or have some illegal credit card numbers that you could be asking for trouble. I have heard that quit a few BBs's have been asked to shut down because of what is on-line their BBs. The FBI also has been starting a new hobby...tracing calls. If you call a BBs that is in the process of being watched at that particular moment, the FBI can trace you back to your phone line and the rest is history. But I'm not trying to scare you off, so don't worry. I am trying to tell you like it is. I only have one more severely bad point about BBsing.

The other main problem that I see with calling BBs's is a 'MONGO BIG' telephone bill from Ma Bell. It can turn into a very expensive hobby for you or if you aren't paying the phone bill, your hobby can make a person go bankrupt. I used to call all over the Island thinking that since it was a 516 area code, it had to be local. Much to my amazement, when the phone bill came, I decided to sleep at my friends house for fear of not living until my next birthday. I didn't get yelled at, I just got grounded until I'm 30 years old. A lot of good that did for me. Did you ever get punished by your parents for a long period of time and then a little while after, your parents forget about it and it's like it never happened. Well, that's what happened to me. But that is not the topic at hand.

I have found a foolproof way of stopping a very big phone bill entering in the house and it isn't illegal either. On top of my disk drive, I have a piece of paper that was cut out from my Nassau phone book. It has my town's exchanges and where I can call to without getting charged. It has cut a $70.00 phone bill to a $15.00 phone bill. I think that this method is foolproof. Once in a while, if a BBs is really worth it, call a BBs that isn't

local. I'm not telling you what to do but I am saying that this works. It's just a helpful hint. I think that this sums up the bad points of calling up other BBs's.

I can say that calling up various BBs's has a more positive look than a negative in my point of view. I have met a lot of very nice people in the process. I have learned some helpful hints about my computer as well. I think that this sums it up so I'll say bye-bye.

Bye-bye and Happy New Year! Let's make 1987 one of the best!!!

XM-301 TIP
By
Mark Parsons

This is a description of a problem I had with an ex-XM301 modem (it was returned for a superior 1030). I found that the modem had problems uploading data. It would start the process and then die after transferring a couple of sectors. This was very disconcerting since the modem would download just fine. You think it should perform the same in both directions ? WRONG !!!

After the third exchange at the local computer store (much to the surprise of the store manager), I decided the problem must be at home. It appears that the XM301 is sensitive to other telephone equipment on the telephone lines in your home. After I had disconnected a telephone for some long-forgotten reason, my modem worked! After this minor miracle, I reconnected the phone to verify this brilliant theory and was vindicated.

This is indeed true. Give it a try if you have trouble and then exchange it for a 1030 - it doesn't have to be the last peripheral in the daisy chain like all the other neat gadgets you've already bought.

Updated Atariwriter + Printer Driver
By
Hal Haber

Since I originally started using Atariwriter Plus, I've had a problem configuring a useable printer driver for double column printing. I own a Panasonic 1091 printer and Atariwriter Plus does not have a pre-configured printer driver for it. Trying to make my own printer driver has been a nightmare. It is very confusing trying to follow the directions of the printer driver construction set and looking up the information in the instruction manual. Needless to say, no matter how I tried, every time I went into the print mode, the computer locked up when encountering double columns.

Now there's a solution! I came across a Panasonic 1091 printer driver in the July/August issue of Current Notes. My thanks go to Greg Porter who figured out the proper data.

Following is the updated printer driver:

Function	
INITIALIZE EVERY LINE	(BLANK)
LF and C/R	155
UNDERLINE OFF	27 45 0
UNDERLINE ON	27 45 1
BACKSPACE	8
ELONGATE OFF	27 87 0
ELONGATE ON	27 87 1
BOLD OFF	27 70
BOLD ON	27 69
UP 1/2 LINE	(BLANK)
DOWN 1/2 LINE	(BLANK)
DOWN 1/2 LINE & C/R	(BLANK)
RETURN W/O LF	155
FONT #1 PICA	27 80
FONT #2 ELITE	27 77
FONT #3 CONDENSED ON	15
FONT #4 CONDENSED OFF	18
FONT #5 ITALICS ON	27 52
FONT #6 ITALICS OFF	27 53
FONT #7 SUPERSCR. ON	27 83 0
FONT #8 SUBSCR. ON	27 83 1
FONT #9 SUB/SUPER OFF	27 84

Software and Wrap-up
Atari at The Winter 1987 CES

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NOTE: I'd like to personally apologize to those of you waiting to get an CES update on Saturday, as we promised. What our people at CES and our people back at Antic had was, in the words of Strother Martin from "Cool Hand Luke," a "failure to communicate." CompuServe's Marty Isaacs and Ron Luks of the Atari SIG enabled us to update on Friday, Saturday and Sunday, although a misunderstanding on my part resulted in our article not appearing on Saturday. Therefore, our Saturday report on new software and hardware is now part of this CES wrap-up, and should conclude tomorrow.

I'd like to thank Ron Luks, and most especially Charles Jackson, Antic Online's Editor, for their valiant efforts in keeping the Atari community informed. For their part, they are blameless.

Jon A. Bell
Editor, START

THIRD PARTY HARDWARE AT CES

By Matt Loveless
Consulting Editor, START - 12/Jan/1987

Hybrid Arts Inc., the software and hardware with a reputation for putting out the best MIDI software in the industry, showed one of the most exciting new products in the Atari world: The ADAP Soundrack. ADAP stands for Analog to Digital Processor. It's a $2000 hardware plus software system, built in conjunction with Nilford Laboratories, Inc., for the Atari ST, designed to replace equipment costing over thirty times as much. The basis of the ADAP is a racey black rack mount box with sound input and output lines, plus an interface box which plugs into the cartridge port of a one-(or more) megabyte machine. What does it do? Digital sampling. And it does it well.

Digital sampling is a process where sound is converted into digital patterns which a computer can store, manipulate, and play back at will. Compact discs have been using this technology for years now. Sound enters the ADAP box from virtually any sound source (such as a compact disc player) and is converted into digital signals in the ST's memory. Once the sound is in the ST, it appears as a digital waveform in a window in the center of the screen.

You can examine the waveform by zooming in or out on either the X or Y axis, or even both. You can scroll along the waveform to see its entirety, or even sample more than one sound and switch between them.

Hybrid Arts claims the system can sample at a rate of 44.1 Khz with 16 bits of resolution -- that's compact disc quality! It even samples in stereo. Once a sample is made, it can be played back at the push of a button. The sound is phenomenal. But ADAP doesn't just let you record samples. You can also edit them. You can cut, copy, and paste portions of a sample. You can even do mixing, looping, or modify the actual waveform freehand.

The ADAP system replaces some super-sophisticated musical sampling equipment by allowing you to "play" the samples from your MIDI keyboard, polyphonically, with up to eight voices going simultaneously.
- On a one-megabyte machine, allows 80 seconds of sampling at full 16-bit linear resolution at 10 Khz. Allows 20 seconds at 44.1 Khz.
- Fully MIDI compatible
- Polyphonic
- Storage of up to 64 multi-samples in memory for instant playback.
- Real-time digital effects processing (delay, echo, reverb, etc.)
- Real-time oscilloscope
- Direct from compact disc, digital to

digital sampling.
- Multi-sample keyboard splits.
- Compatible with the new MIDI digital sample dump data standard. Will work with data from other MIDI sampling devices.
- 19" black rack-mount case.
- Suggested retail price is $1,995.

When asked why they chose the Atari ST as the host sytem, Frank Foster, president of Hybrid Arts, replied: "It's not like we actually 'chose' Atari. It simply couldn't be done on any other machine. Not on an Amiga. Not on a Macintosh." Now that's a compliment.

Other music news: Electronic Music Publishing House has MIDIPLAY, a real-time MIDI record/playback system which supports all 16 channels of MIDI information. List price is $49.95, and a demo disk is $5. They also have Musidisks, a series of pre-recorded data disks of everything from Bach to the Beatles. List is $19.95.

We will be covering the exciting world of MIDI, music software and the ST's role in music composition in future issues of START.

STEREO 3-D GLASSES PLUS NEW SOFTWARE TITLES

The Catalog software division of Antic Publishing was showing, center stage at the Atari Booth, the 3-D StereoTek Liquid Crystal Shutter Glasses along with some spectacular demos of upcoming software. The new releases include Wanderer, a point-of-view space game, CAD-3D 2.0, CyberMate, the much anticipated stereo modeling and animation system, a molecular modeling program, and Stereo Maps & Legends. Certainly the most impressive demo was the world-premiere of Tom Hudson's SteelyBoink!, a stereo ray-tracing demo illustrating a simulated depth of 8-10 inches into the ST's monitor. START Magazine will be presenting a version of the SteelyBoink! demo which does not require the StereoTek glasses on Antic Online in February. This will highlight Tom's ray-tracing article in START #4 (available in March).

A SMATTERING OF NEW ST SOFTWARE

The following represents only a few of the many ST programs shown at the Winter CES. New products information and reviews of both these and any omitted programs can be found in upcoming issues of Antic and START.

Firebird, of Ramsey, New Jersey has several new programs for the ST. Universal Military Simulator lets you create your own combat scenarios, or even enter in the parameters of real battles and then modify them "to explore the 'what if' possibilities." Tracker is a shoot-em-up arcade game which combines a huge playfield with artificial intelligence routines. Your deadly enemies, the Cycloids, remember your play tactics and try to prevent you from using them again. Golden Path is a new animated illustrated graphics adventure game. You use the mouse to control your character through 45 screens of graphics and animation. All three games should retail for $44.95.

WordPerfect, the best selling and highest rated full-feature word processor for the IBM PC, is now a reality on the ST. WordPerfect Corporation was demonstrating a prerelease version of the product at the Atari booth.

The Atari version of WordPerfect features the best of both worlds: it is GEM based, using menu bars and windows, but it also supports the full array of keyboard commands familiar to users of the IBM version. Additionally, users moving from the IBM to the Atari version will also benefit from full file compatiblity with WordPerfect 4.1.

The program uses high-speed assembly language routines for ultra-fast response times. I gave it the acid test and found it faster than any other word processor for the ST,

faster even than ST Writer, the venerable speed-demon.

WordPerfect supports footnote and endnote compilation, full keystroke macros, automatic calculation of numeric tables with the built-in math mode, complete database merge capabilities, an outline feature, a nine-keyword sorting facility for alphabetizing lists, a 115,000 word dictionary, including legal and medical terms, a five-level table of contents and index generator, a five newspaper-style columnar display, a sophisticated thesaurus, a three-level undo capability, and a virtual memory data system, allowing data to flow onto disk when computer memory is full.

This will clearly be the most sophisticated word processor for the Atari ST, taking full advantage of the new one, two, and four megabyte machines. WordPerfect for the Atari is scheduled for release second quarter, 1987. The suggested retail price is $395, although a representative from WordPerfect indicated Atari users should be able to purchase it in the low $200s.

Timeworks has released their three powerful productivity software for the ST: Word Writer ST, a word processor, Data Manager ST (covered in the Brian Lee's Database Overview in START #4. out in March), and Swiftcalc ST, a spreadsheet. The Timeworks programs are designed as an integrated package. Suggested retail is $79.95.

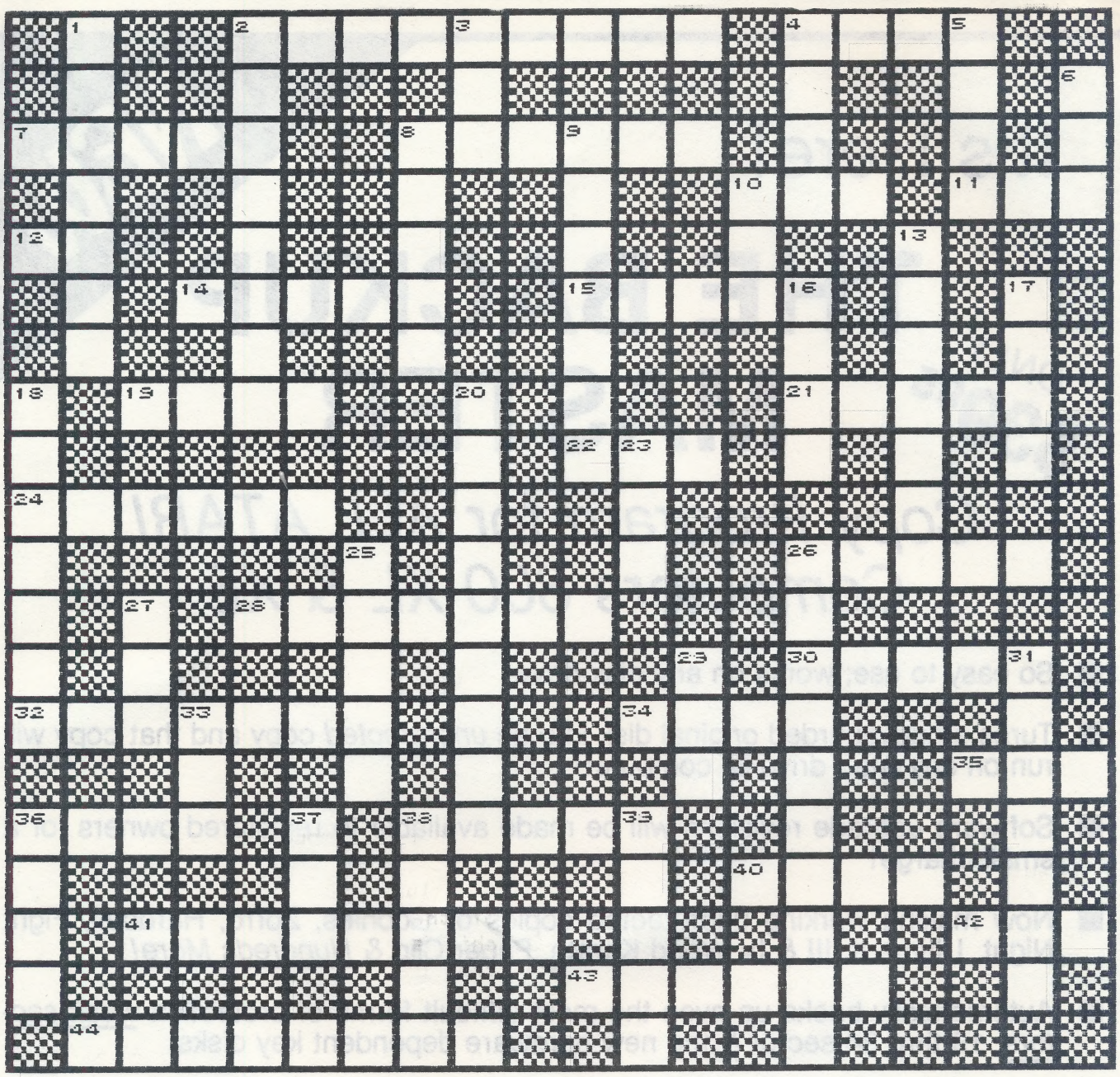
A QUICK LOOK AT THE 8-BIT FIELD

Although not as numerous or as flashy as the new ST software, there were several companies showing software or distributing information for the 8-bit Atari line. These companies shared a half-dozen XE computers, which sat alongside the new XE [game and computer] System, the new 8-bit 3 1/2 inch drive, and Atari's 1200 baud XE modem (which will also work on the STs). Prices on this hardware have not yet been set.

New from Hi-Tech Expressions is AwardWare, a program allowing you to custom-design and print awards, certificates, ribons, tickets, coupons and checks. The program includes templates for your forms -- just type in your message and you're ready to give someone that special greeting! Retail price is $14.95. Also from Hi-Tech is CardWare, an animated birthday card, for $9.95; PartyWare, card and party design kit with database of friends and events, for $14.95; HeartWare, an animated greeting disk and love note maker (let a machine do the mushy stuff for you), $9.95; and WareWithAll, which includes colorful stationery, envelopes, stickers, markers, and disk labels, for $14.95.

ICD, Inc. was promoting their large array of 8-bit Atari products, such as P:R Connection, an interface allowing your XL or XE to run a large variety of disparate printers and modems; the Printer Connection, a "smart" cable which will make your 8-bit Atari compatible with any Centronics parallel printers; Multi I/O, a box which gives you a RAMdisk, parallel printer interface, serial printer and modem interface, a printer spooler, and a hard disk interface; an 80-Column Adapter, which plugs inside of the Multi I/O case; US Doubler, a chip set which gives your 1050 drive true double density and an accelerated I/O rate; SpartaDOS Construction Set, ICD's custom DOS; SpartaDOS X, a cartridge-based DOS; R-Time 8; a piggyback cartridge clock; and RAMBO XL, a program enabling your 800XL or 1200XL to make use of 256K of RAM (you supply the DRAM memory chips).

Zobian Controls was promoting RAOS (Rat Actuated Operating System), their operating system giving your XE a GEM-like OS, including pull-down windows, a mouse-controlled arrow-pointer, and icons. Zobian also has improved their mouse, originally called the Rat. The SuperRAT is now a two-button digital mouse, which works in conjunction with the Zobian DESKTOP program Z-DOS (included in RAOS). The SuperRAT/RAOS combination sells for $99.00.



Across Clues

2) Plug-in program.
4) Instructional text file.
7) Modulator/Demodulator.
9) The number 1 Atari Magazine.
11) The program that makes your drive eat disks.
12) The XE's big brother.
14) The best computer.
15) He prints the newsletter.
19) Hard or soft - ....
21) He sells those little blue disks at the meetings.
22) .../Nc.
24) Done first, to a new disk.
26) Our initials.
28) A home for Bugs.
30) A bunch of users.
32) A LIAUG card holder.
34) Our old Editor.
35) Special Interest Group.
36) Talk to the Sysop.
38) The instructional display of a new program.
40) Our Prez.
41) A game controller.
42) One Million Bytes.
43) Our Treasurer.
44) It draws on the screen.

Down Clues

1) A Printer with pens.
2) A machine needed to create bugs.
3) Next, after "LOAD".
4) Information stored in Statements.
5) Xmodem .... .
6) ST's OS.
8) The other number 1 Atari magazine.
9) Our monthly meeting place.
10) "OFF", from Delphi.
13) She takes the minutes.
16) He sells the big black disks.
17) Usually eaten by a drive.
18) Home of the 'Grues' and the Goddesses.
20) It lets your computer talk to your printer.
23) The right way to stop a Basic program.
25) A controlling rodent.
26) LIAUG's guiding light.
27) It does windows.
29) He's in charge of Vice.
31) He gets the newsletter before you.
33) An eighth of a Byte.
36) Upper or Lower.
37) Where no one reads the bulletins.
38) The dreaded disk eater.
39) He writes the bulletins that no one reads.

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LONG ISLAND ATARI USER GROUP

'A BYTE ABOVE THE REST'

APPLICATION FORM

First Name: _____ Last Name: _____
Address: _____
City: _____ State: _____ Zip: _____
Phone #: _____

Equipment (please be specific):

Computer: 400, 600, 800, XL, 65, 130, 260, 520, XE, ST Memory: _____K
Cassette: _____ Disk drives: _____
Modem: _____ Interface: _____ Printer: _____
Other: _____

MEMBERSHIP FEES: PLEASE CHOOSE ONE.

( ) $15.00 FOR 1 YEAR MEMBERSHIP.
( ) $20.00 FOR 1 YEAR MEMBERSHIP INCLUDING NEWSLETTER MAILING.

Please include payment with your application. Make check or money order payable to The L.I.A.U.G. and mail to:

The L.I.A.U.G.
Louise Siminoff/Treasurer
P.O. Box 835
Lindenhurst, NY 11757

QUESTIONAIRE

What kind of demos would you like to see at the meetings ? _____
_____

What languages are you familiar with (including basic) ?_____
_____

Are you interested in learning a new computer language? And if so which language? _____

In what areas would you like to learn more about your computer system?
_____

Would you be willing to give a demo on a topic or product that you are knowledgeable in ? _____

Any suggestions or comments ? _____
_____

How did you learn about the LIAUG ?_____
_____

FOR LIAUG USE ONLY:

Rec'd:____/____/____ Amt:_____ Db:____/____/____ TYL:____/____/____

Card: Y / N ML: Y / N Mail / BBS / Meeting

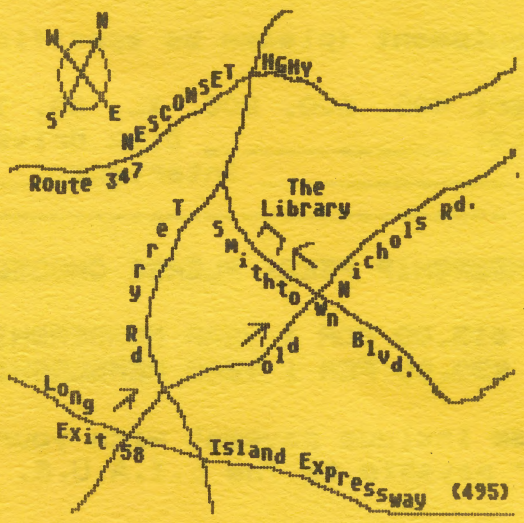
LONG ISLAND ATARI USER GROUP

The Long Island Atari User Group meets on the first Saturday of each month at the Nesconset branch of the Smithtown Public Library. Our meetings are open to all those interested at no charge. They begin at 11:00 a.m. in the Library's Community Room and end at 4:00 p.m. In general, the morning half (11:00am to 12:30pm) is devoted to new computer users. The second half of the meeting (1:30pm to 4:00pm) is dedicated to the more experienced user as well as LIAUG's general business meeting.

Directions to the Library are as follows:

From the Long Island Expressway: To exit 58 North (Old Nichols Road). Continue North for approximately two miles and make a left (West) onto Smithtown Blvd. Continue West for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The Library is located at the West end of the Plaza.

From the Northern State Parkway: Take the Northern State to it's end where it continues East as Veterans Memorial/Nesconset Highway (Routes 347/454). Continue East for approximately two miles and take the left fork (347 - Nesconset Hwy.). Continue for another three miles to Terry Road. Make a right onto Terry Road and take the left fork (approx 3/4 mile) onto Smithtown Blvd. The Library will be on the left hand side approximately one mile from the fork.



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The LIAUG Lighthouse
P.O. Box 835
Lindenhurst, N.Y. 11757

TO:

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